

FRAME BUFFER CAPTURE OF ACTUAL GAME PLAY

ABSTRACT OF THE DISCLOSURE

10 A disclosed gaming machine provides a method enabling the capture and
output of game history frames corresponding to actual frames of a game presentation
on the gaming machines where the frames are stored and retrieved from a non-volatile
storage device. Critical game presentation data and other information from the
gaming machine may be incorporated into the game history frames. During game
15 history playback, a game history playback code that is independent of the game being
played on the gaming machine may be used to display the game history frames. In
addition, the gaming machine may transmit game history frames to locations outside
of the gaming machine. Also, the transmitted game history frames may be used for
security purposes and promotional activities.